

Governor's STEM Academy Brief



Office of Career and Technical Education Services

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The purpose of this monthly brief is to provide information, resources, and a networking vehicle to support the STEM (science, technology, engineering, and mathematics) Academies in Virginia.

CAREER LINKS

FOCUS ON ARTS, AV/TECHNOLOGY & COMMUNICATIONS CAREER CLUSTER

- [ISEEK](#) provides extensive career information, a career cluster interest assessment, and counselor resources for the Arts, AV/Technology & Communications Career Cluster.
- [The Artist's Toolkit](#) from the Minneapolis Institute of Arts presents [Explore the Toolkit](#) to illustrate design concepts, [See Artists in Action](#) for videos of artists, and [Encyclopedia](#) for definitions of visual elements and principles.
- For sample occupations and a sample pathway map in Visual Arts, Performing Arts, and Journalism and Broadcasting, visit [Newport News Public Schools Career Pathways](#).
- [Educational Theatre Association](#) offers resources for teachers and students, as well as links to [technical careers in theater](#).
- [California CTE Online: Arts, Media, and Entertainment](#) allows users to select a model (e.g., animation, video production) and then explore its associated resources.
- [CubReporters.org](#) encourages students to explore [Jobs](#), [Internships](#), [Education](#), [Resources](#), and other topics related to high school journalism.

GRANTS AND OPPORTUNITIES

- The VDOE application development program, Apps4VA, aims to raise awareness of the availability of Virginia's Longitudinal Data System (VLDS) and to develop new and innovative ways to use it. (An explanation of the VLDS can be found at: <http://youtu.be/MlxJqNgrAuc>). In August, there will be two open competitions where the public is invited to submit apps using the VLDS data! The competitions – one for the general public and one for Virginia public high school students - will promote submissions of student and community created software applications using the VLDS data and will award more than \$25,000 in prizes for winning apps. For more information, including submission details and access to the data, go to www.apps4va.org.
- The Art Works Grants, funded by the National Endowment for the Arts, support the creation of art that meets the highest standards of excellence, public engagement with diverse and excellent art, lifelong learning in the arts, and the strengthening of communities through the arts. Within this category, all Arts Education projects will have learning as their primary outcome. Innovative projects are strongly encouraged. Grants generally range from \$10,000 to \$100,000. Submit proposals by August 9, 2012, through the [Web site](#).

INSTRUCTIONAL STRATEGIES

- [Earthquakes](#) from [Newton's Apple.tv](#) is a classroom activity to help students understand why buildings crumble in an earthquake, while [Designing Structures to Perform Well During an Earthquake](#) explains how to design buildings that can withstand considerable seismic activity.
- Among [Ohio CTE Inquiry-Based Instructional Units](#) are four lessons for Arts & Communication.
- [Texas Curriculum for Arts, A/V Technology & Communications](#) includes lessons for Audio/Video Production, Printing & Imaging Technology, Graphic Design & Illustration, and Animation, with more lessons in progress. The site also links to accommodations for learning differences.
- [Arts, A/V Technology & Communications Education](#) from Frenship school district in Wolfforth, TX, provides resources for teaching animation, multimedia technology, digital photography, fashion design, graphic arts, movie direction, and other topics within the cluster.
- [Media College.com](#) offers free tutorials and other educational resources for many aspects of media technology, including video, audio, lighting, photography, graphics, Internet, and others.
- [Optiwave](#) offers lesson plans on fiber optic communication technology.
- [Smithsonian Cooper-Hewitt National Design Museum](#) includes [lesson plans](#) searchable by grade level and other design resources for teachers.
- The Kennedy Center's [ArtsEdge](#) contains arts-integrated [Lessons](#) and [How-To](#) resources for K-12.
- The National Gallery of Art's [NGA Classroom for Teachers and Students](#) provides online interactive units for a variety of topics related to art and design.
- The [Museum of Modern Art](#) offers interactive instructional sites including [Modern Teachers Online](#), [Red Studio](#), [A Site for Teens](#), and [Online Projects](#).
- [PBS Teachers: The Arts](#) presents classroom resources searchable by grade level, topic, and media type.
- [Valley Performing Arts Center](#) at California State University presents [Curriculum/Lesson Plans](#).
- [HSJ.org](#) includes links for [Teachers](#), [Games](#), [Journalism 101](#), [J 2.0](#) (for Web connections), and other high school journalism resources.
- [Social Alterations](#) highlights interactive lesson plans that blend fashion design and social responsibility, focusing on concepts such as ecofashion and corporate social responsibility. After accessing a lesson, scroll down to turn pages within the lesson.
- [Fashion Figures](#) offers models and additional links for tracing base figures used in fashion design courses and contests.
- [FamilyConsumerSciences.com](#) contains lessons and activities for [fashion design](#) and related resources.
- [Floral Design School](#) offers three lessons in modern European floral design. (Click "Next" at the bottom of each page to proceed from lesson to lesson.)
- [GeorgiaAgEd.org](#) includes [History of Design](#), [Floral Design Principles](#), and [Elements of Floral Design](#) for numerous lesson plans for floral design.
- [Virginia Department of Education: Fine Arts](#) provides instructional links for dance, music, theater, visual arts, and multidisciplinary resources.
- Among resources at the [Virginia Museum of Fine Arts](#) are links for [Teens](#) and [Educators](#).

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